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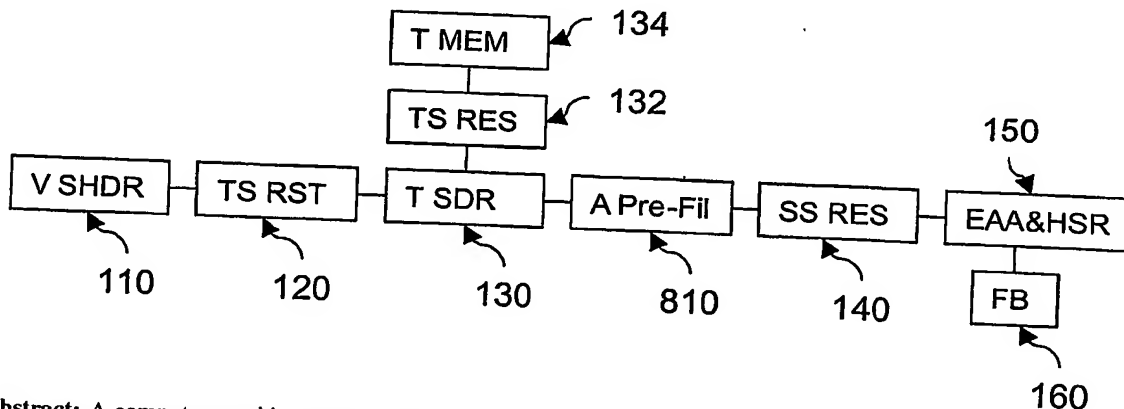
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(54) Title: **PRIMITIVE EDGE PRE-FILTERING**



(57) Abstract: A computer graphics system renders an image using forward texture mapping. Image pixels form a pixel grid in a screen space. Objects of the image are modeled by primitives. A texture memory (134) stores a texture map with texels forming a texel grid in a texture space. A rasterizer (120) determines for each primitive in the texture space associated texels that at least partly fall within the primitive and assigns texel attributes to those texels. A contribution filter (810) filters a continuous signal describing the primitive, yielding, when sampled for a given texel position, a respective contribution factor providing a measure of overlap of the corresponding texel with the primitive in texture space. A screen space resampler (140) resamples color attributes of the texels according to the pixel grid forming display pixel data using the contribution factor as a weight.



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